

FIG. 1

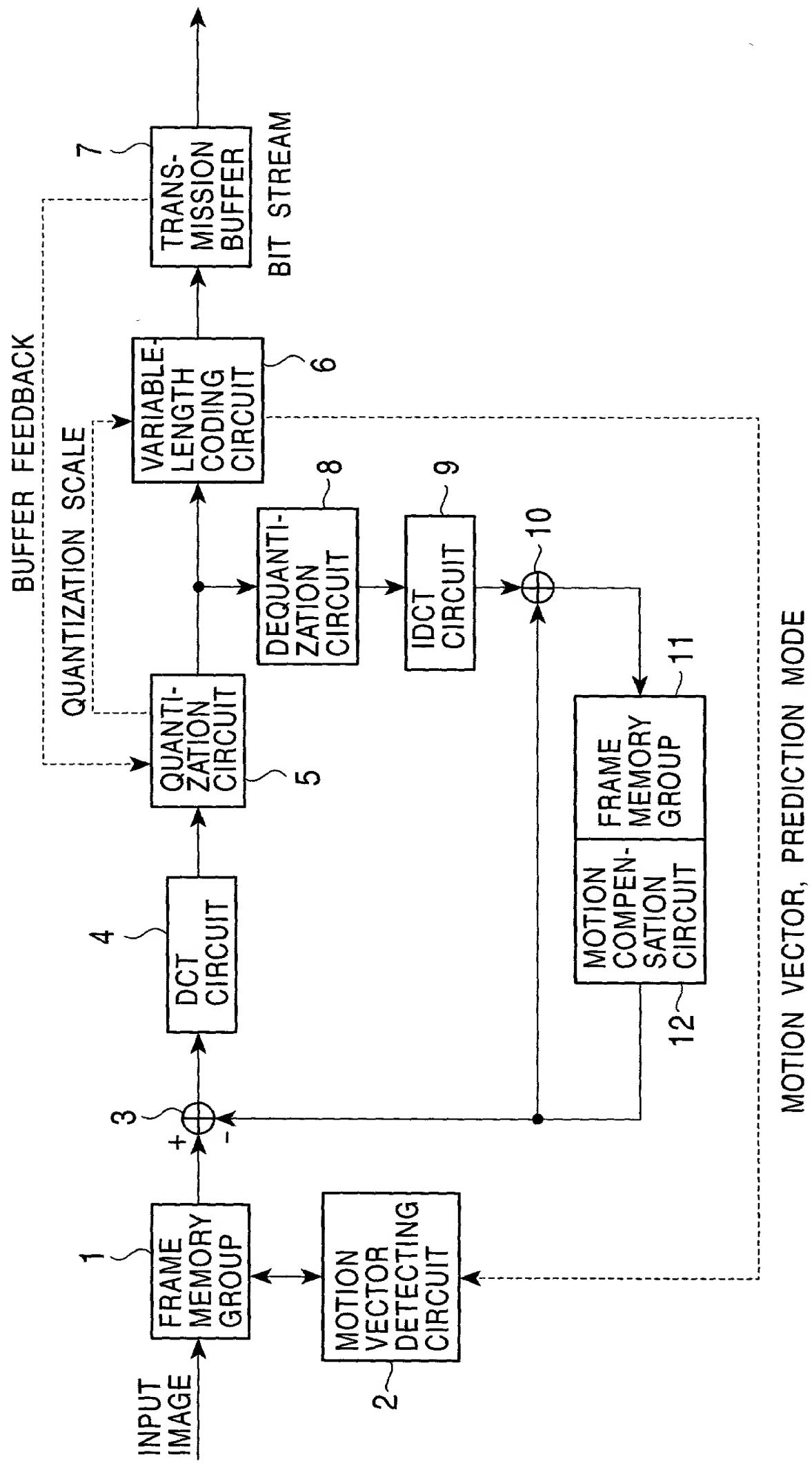


FIG. 2

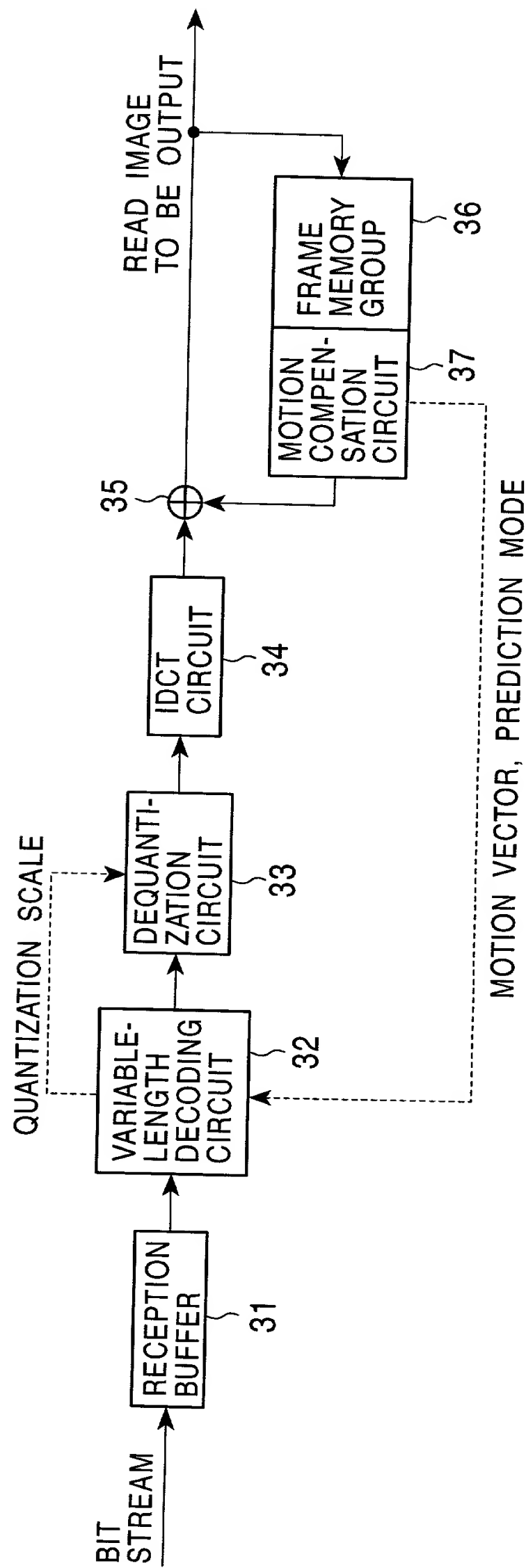


FIG. 3

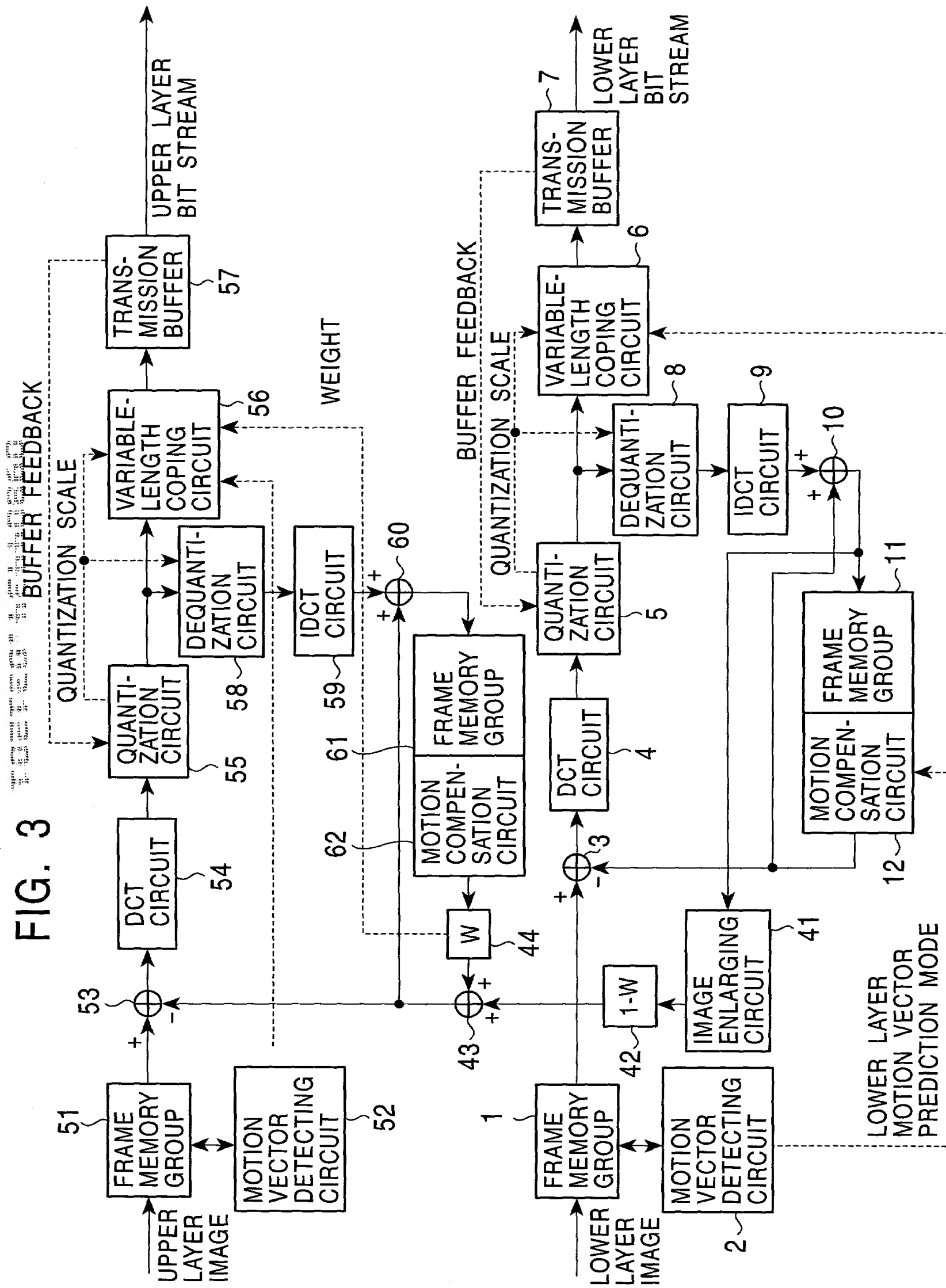


FIG. 4

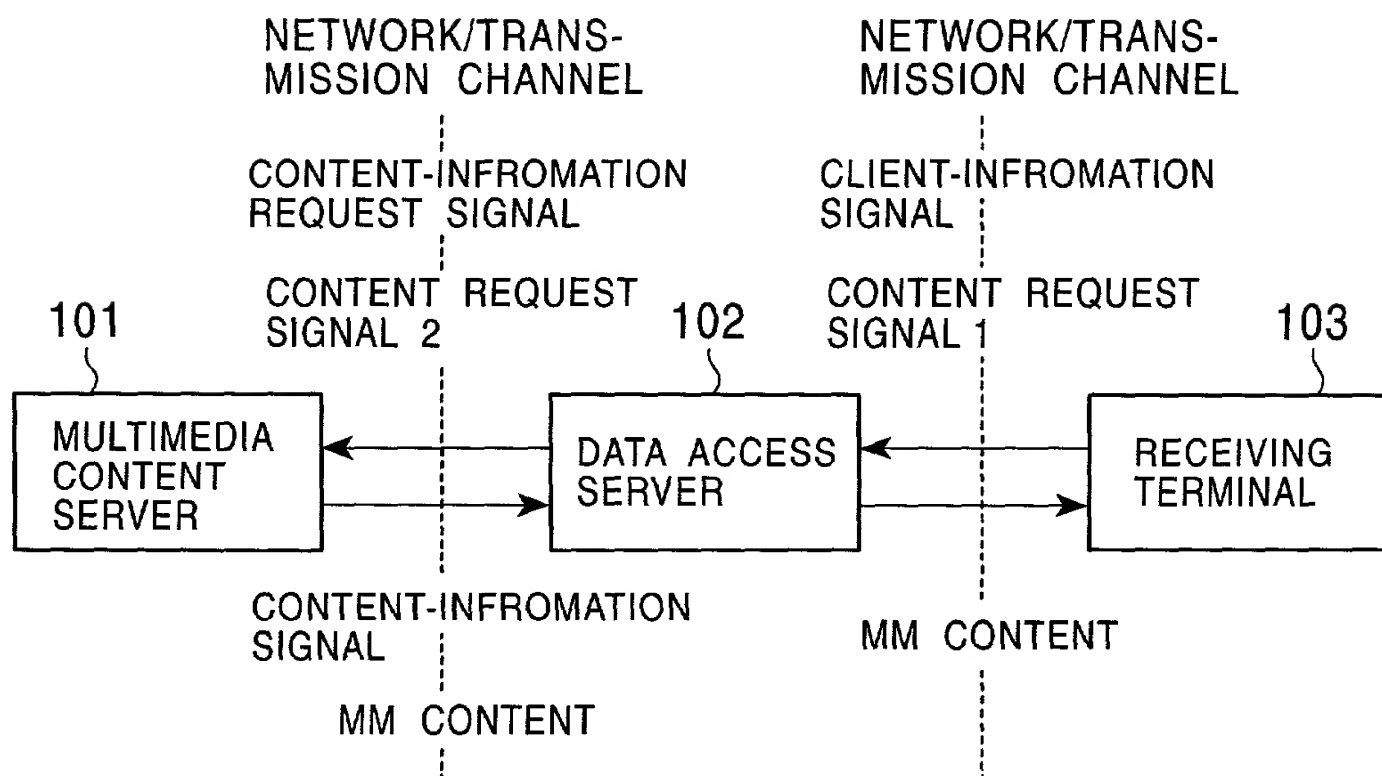


FIG. 5

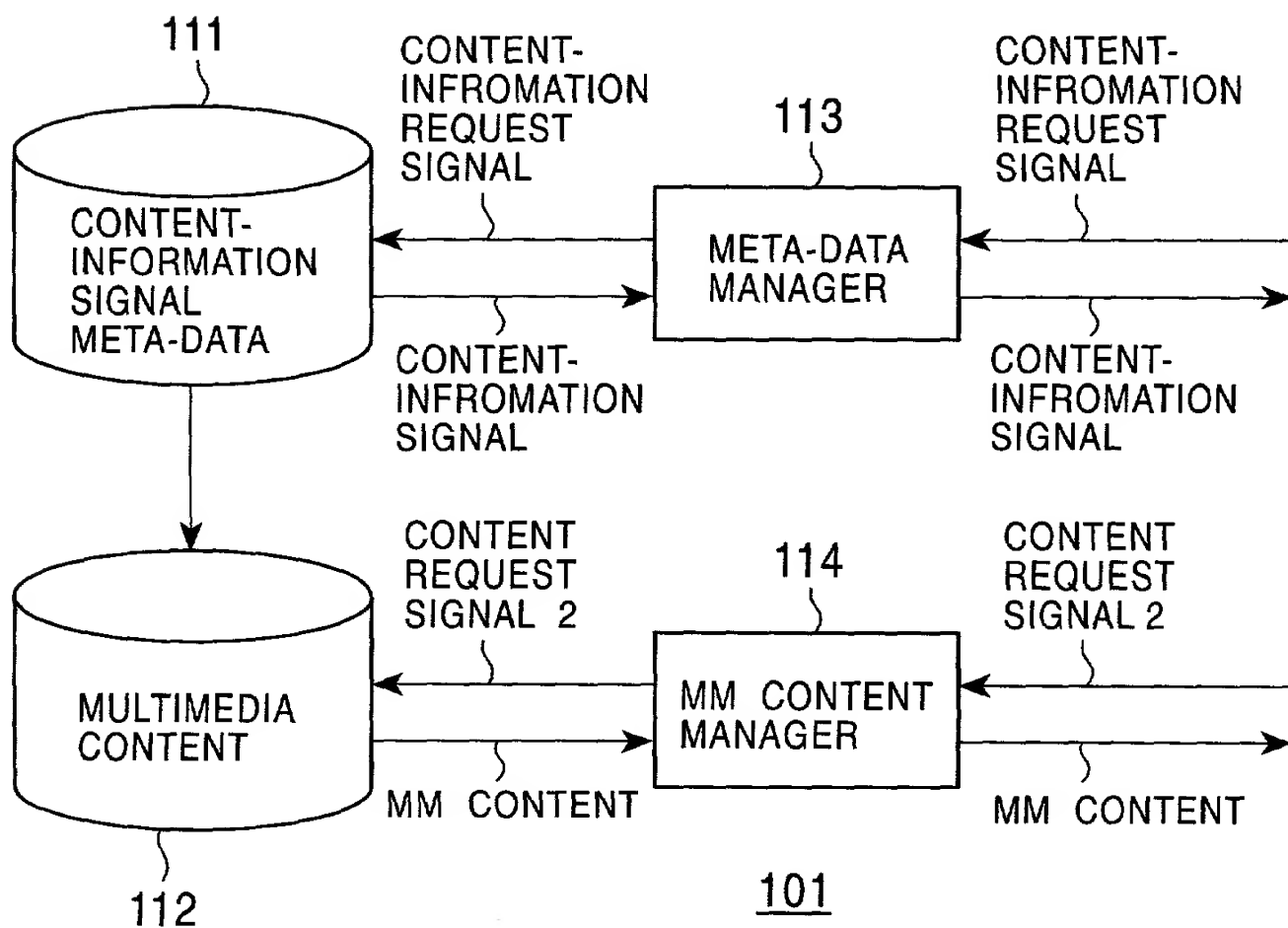


FIG. 6

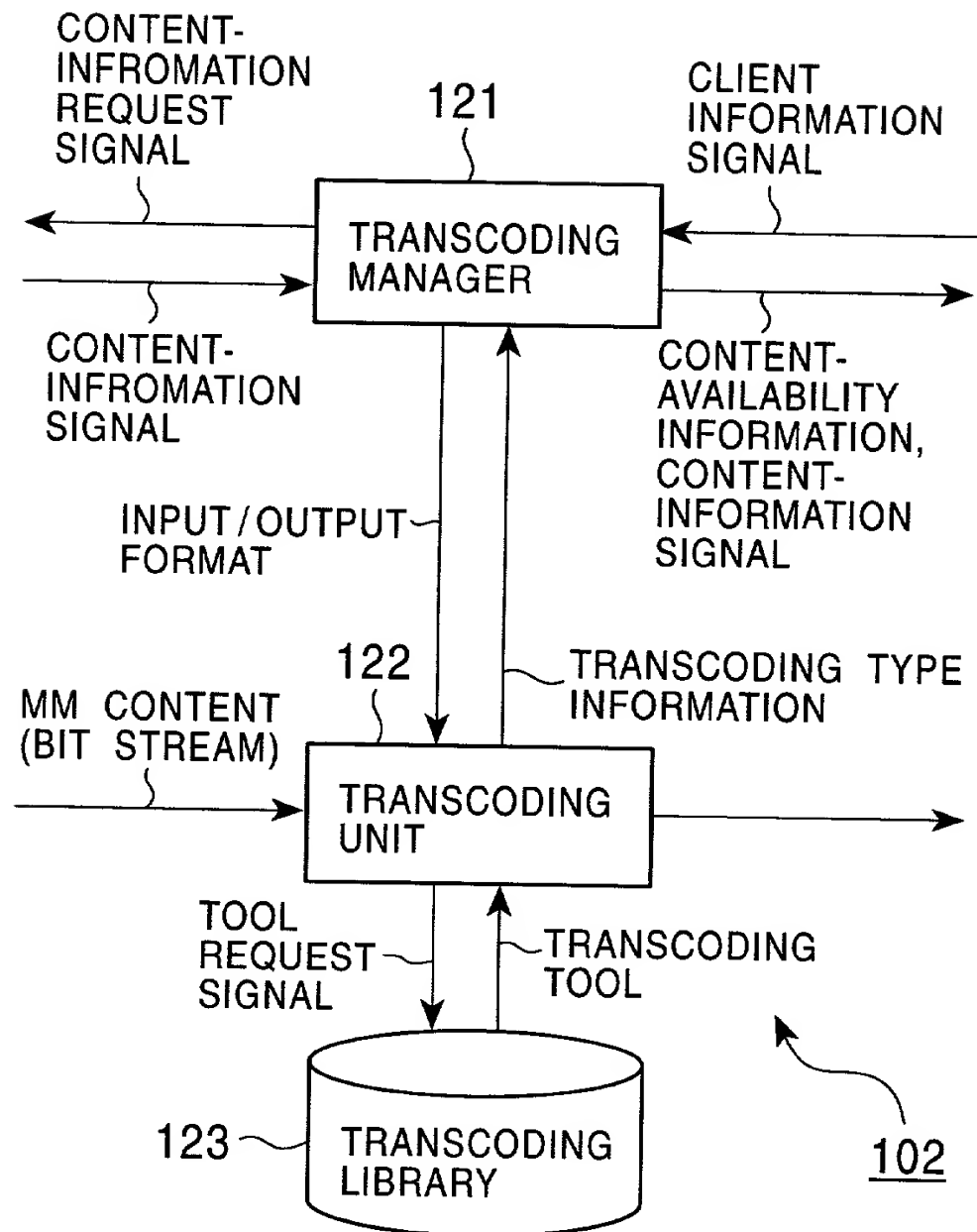


FIG. 7

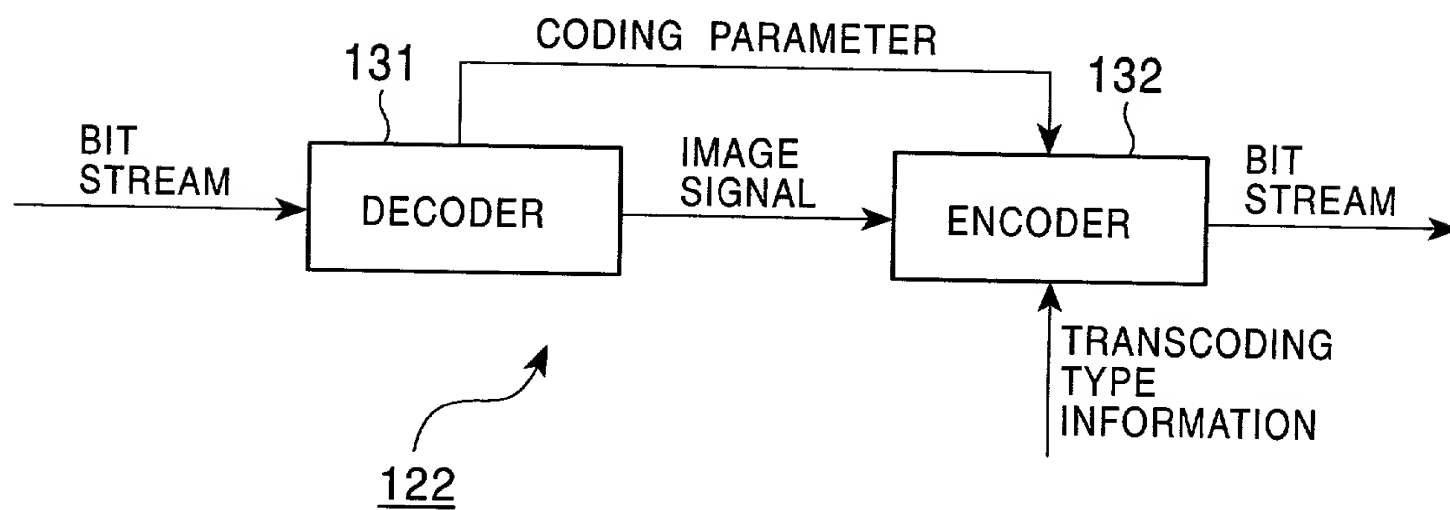


FIG. 8A

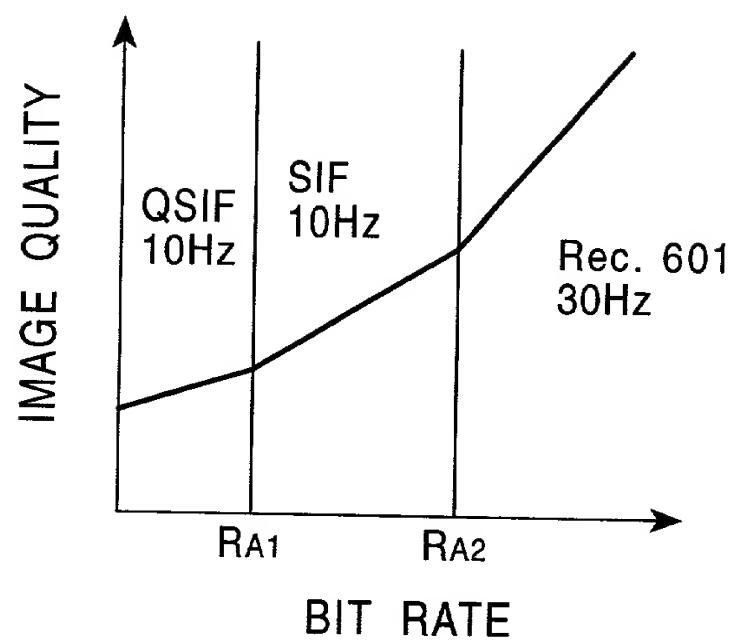


FIG. 8B

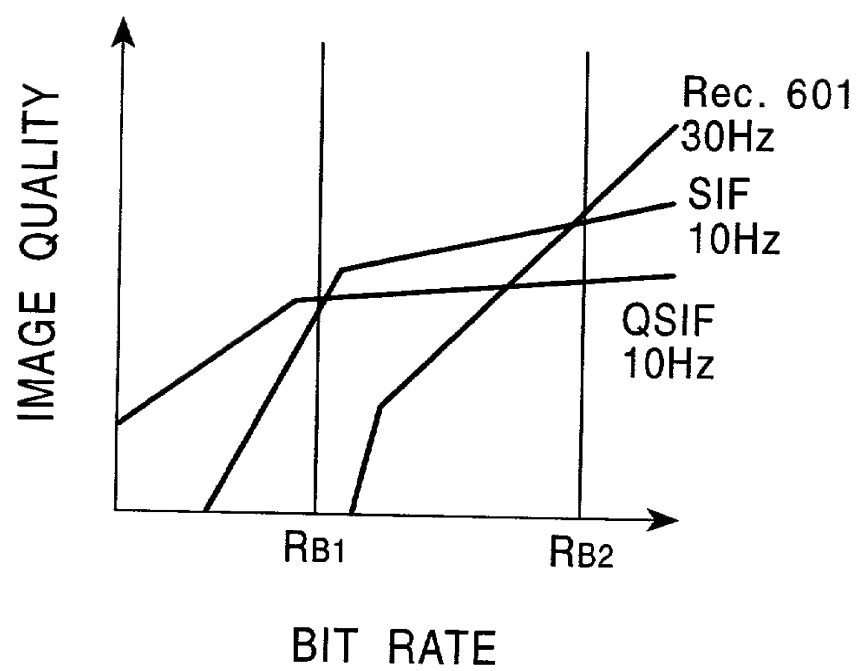


FIG. 9A

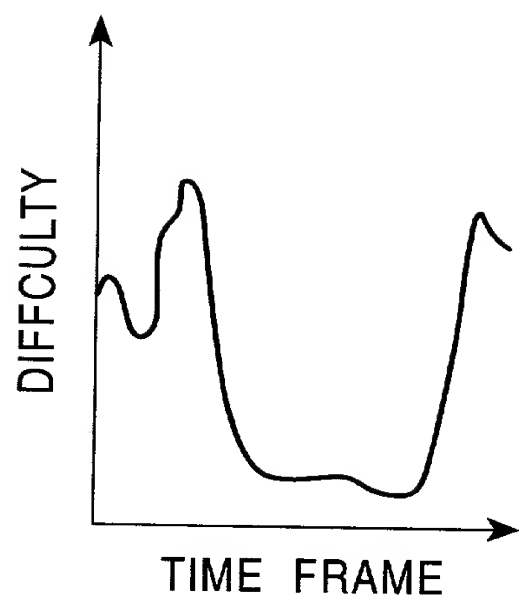


FIG. 9B

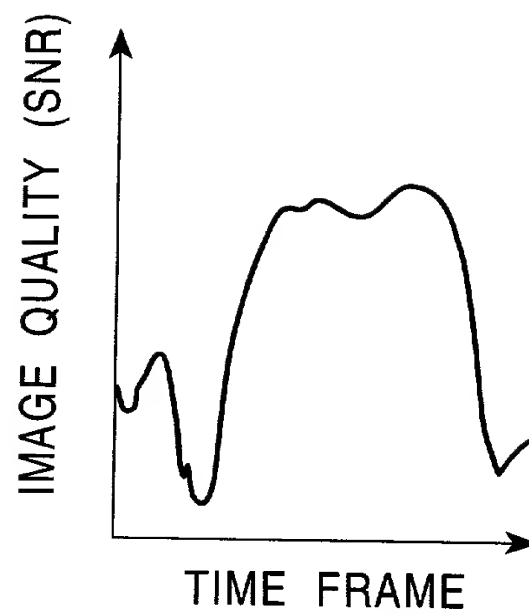


FIG. 9C

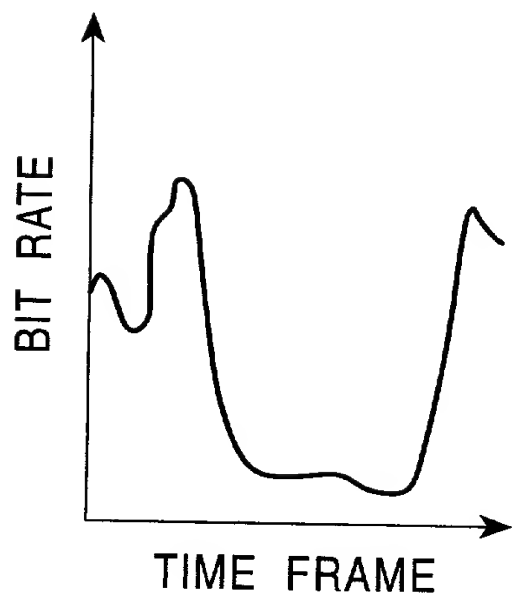


FIG. 9D

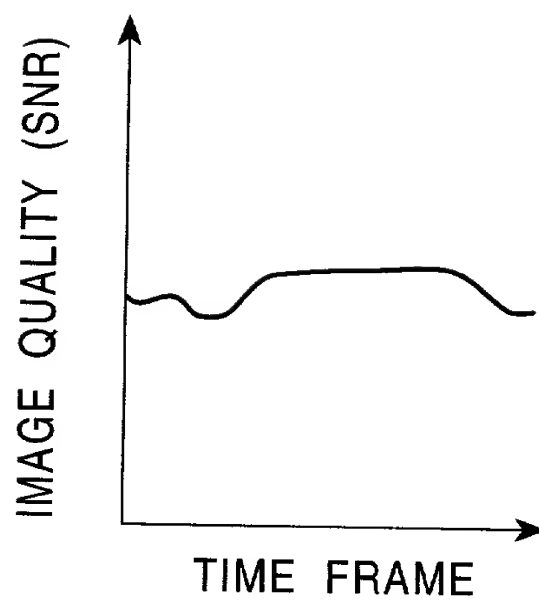


FIG. 10

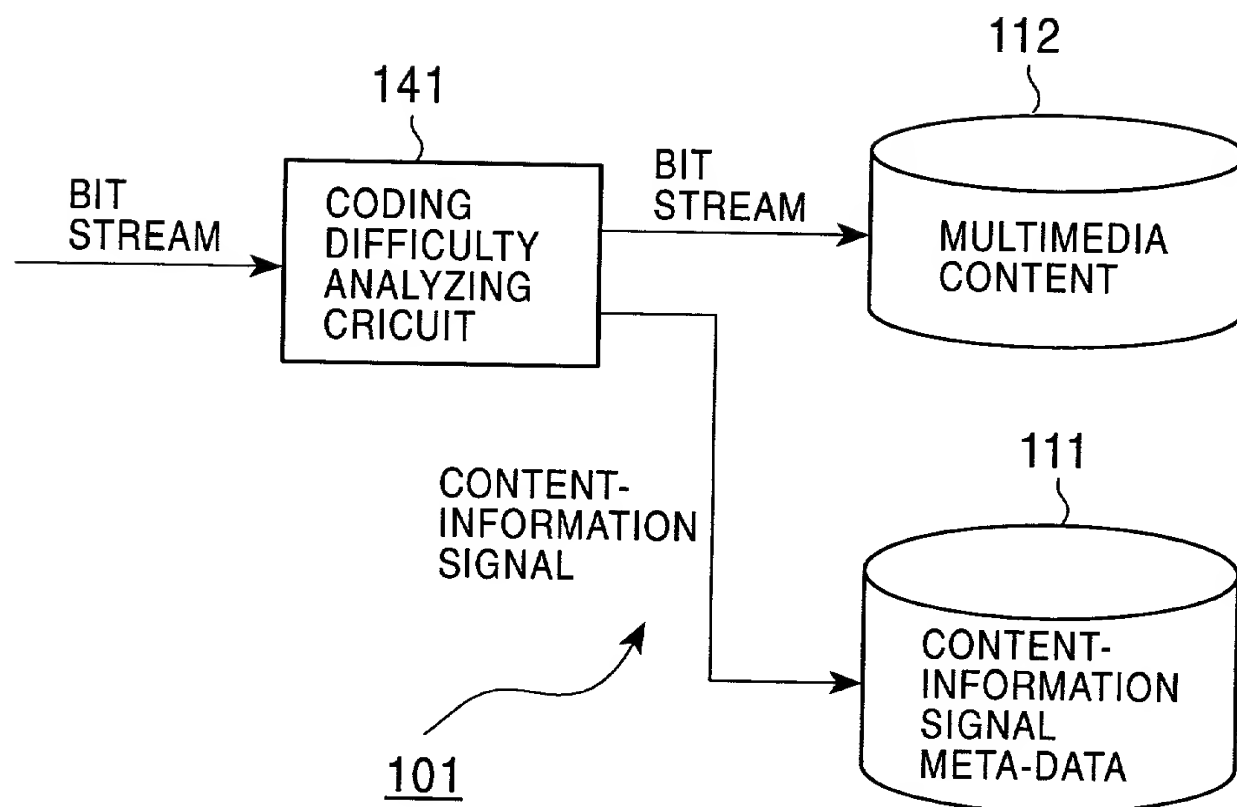


FIG. 11A

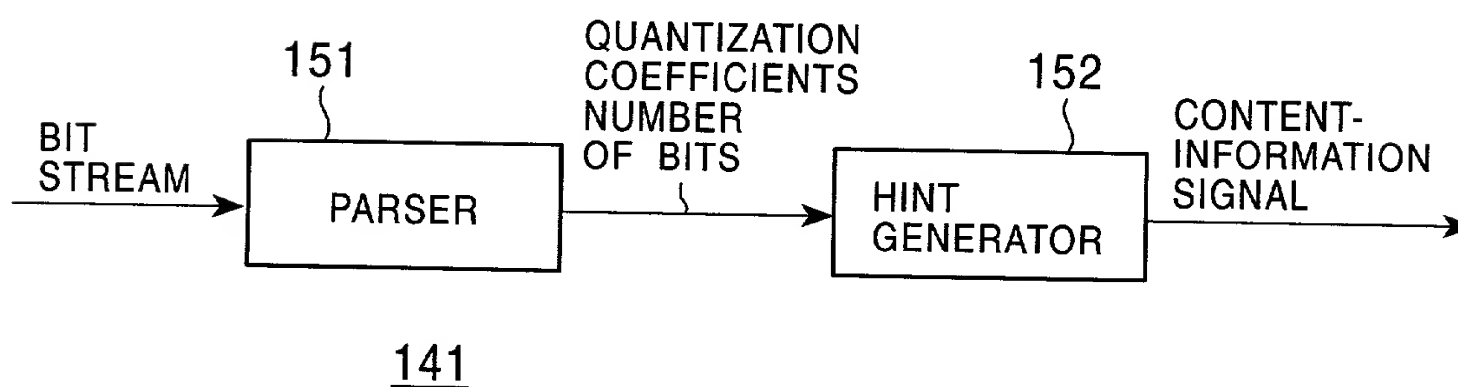


FIG. 11B

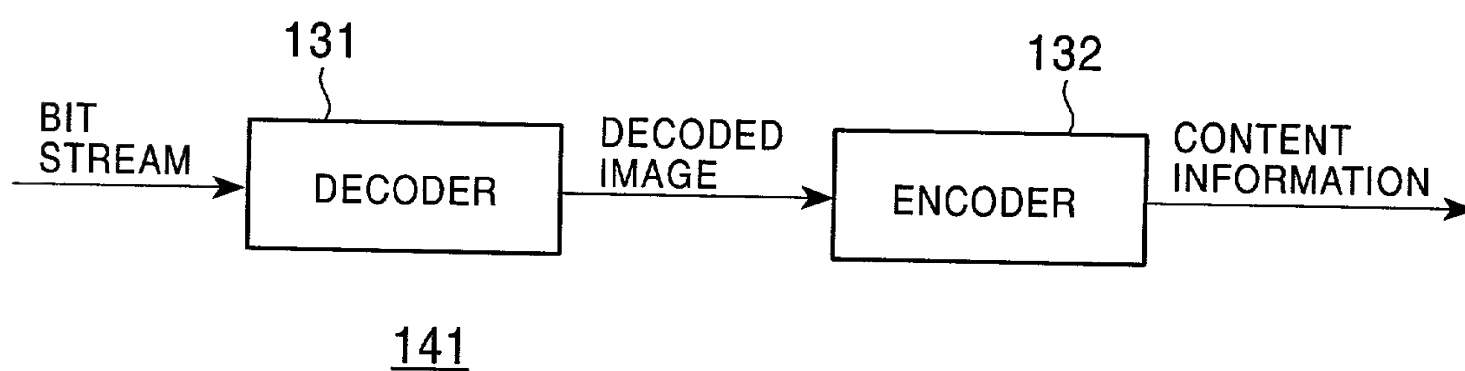




FIG. 12

```

TranscodingHint {
    int ID;
    TranscodingParameterSet( );
    TranscodingComplexityHint( );
}

```

```

TranscodingParameterSet {
    int ID;
    int MinBitRate;
    int MaxBitRate;
    int FrameRate;
    int FrameSize;
}

```

```

TranscodingComplexityHint {
    int ID;
    int StartMediaLocator;
    int EndMediaLocator;
    int Complexity;
}

```

```

TranscodingComplexityHint {
    int ID;
    int StartFrameNumber;
    int EndFrameNumber;
    int Complexity;
}

```

FIG. 13

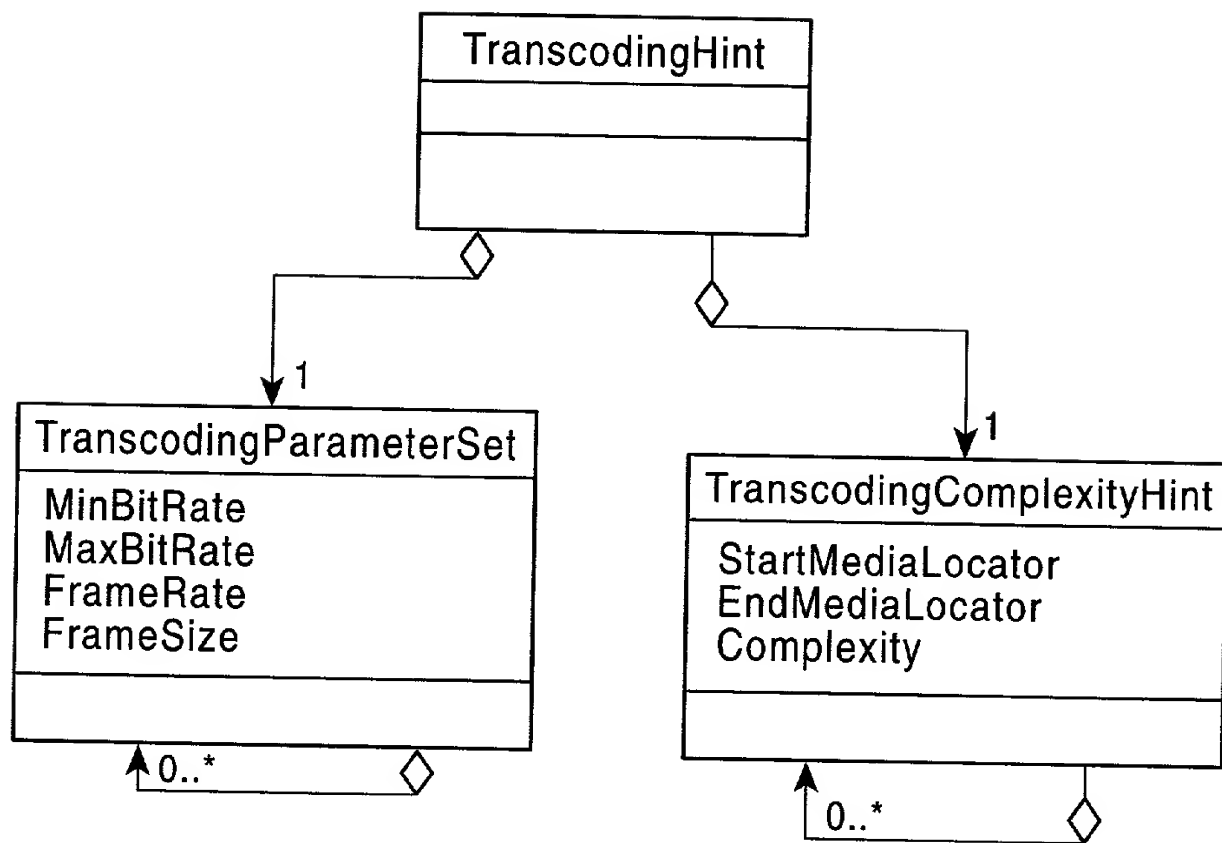


FIG. 14

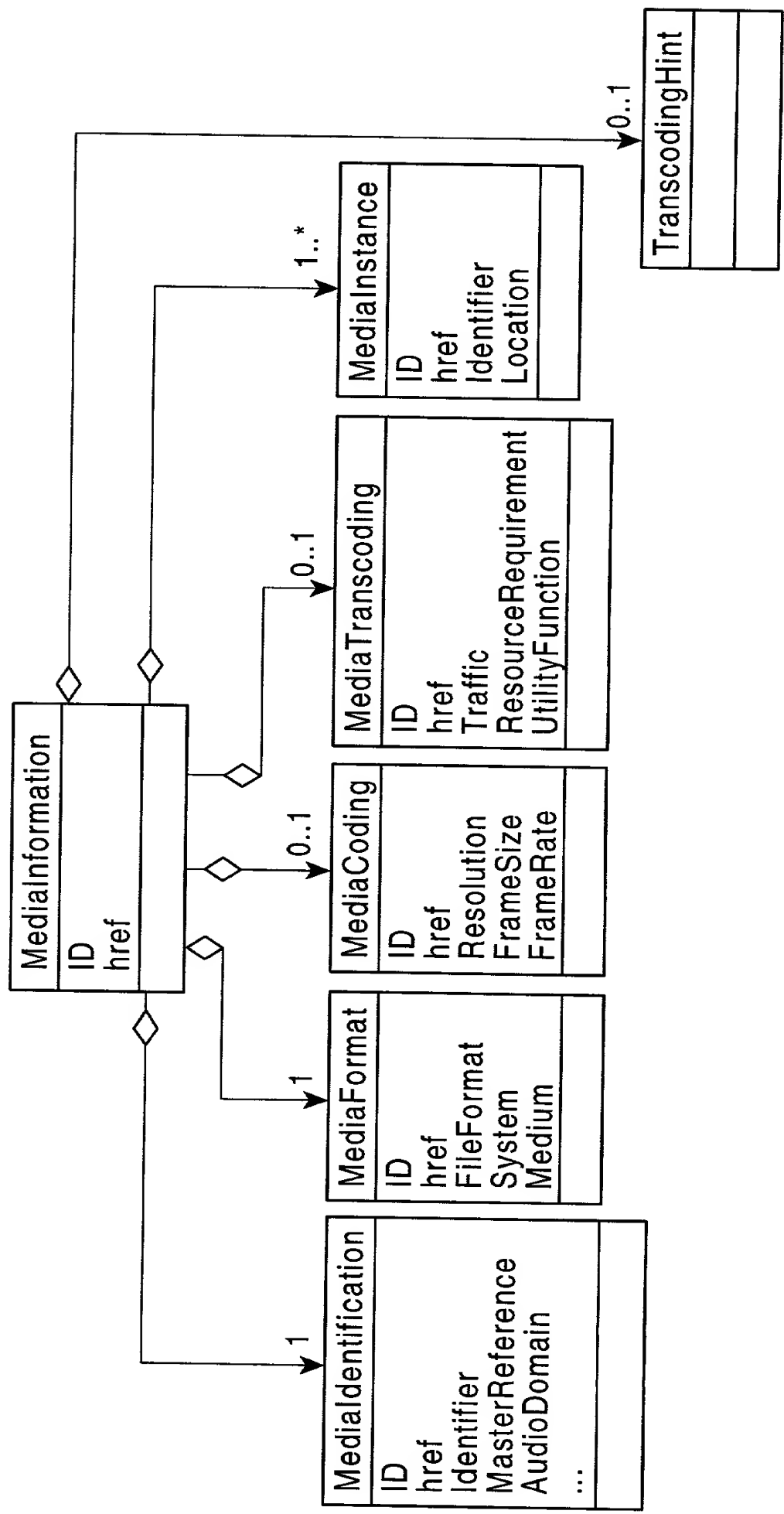


FIG. 15

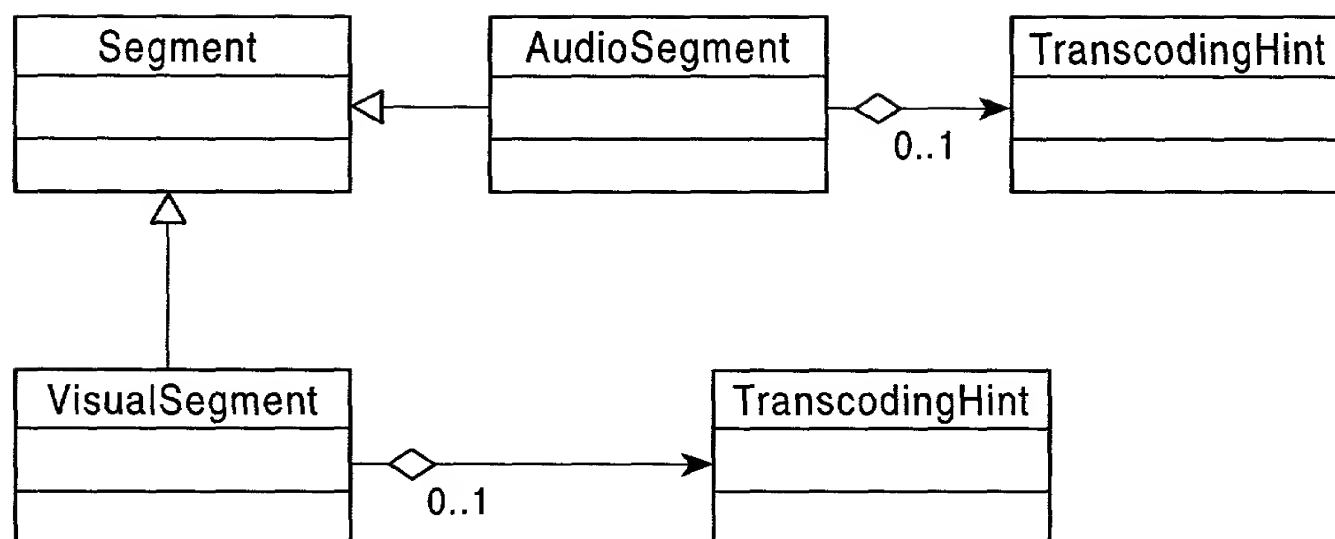




FIG. 17

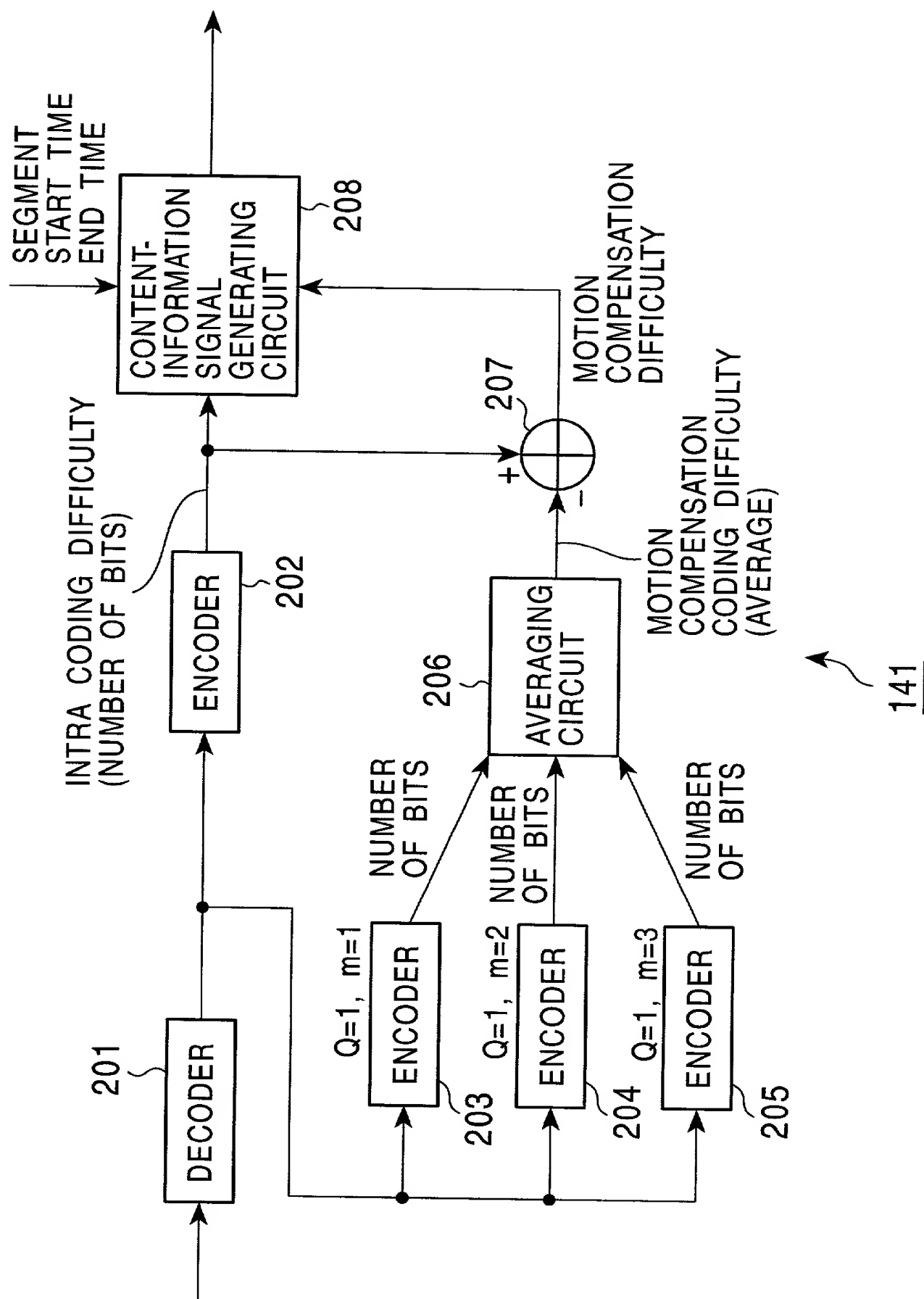


FIG. 18

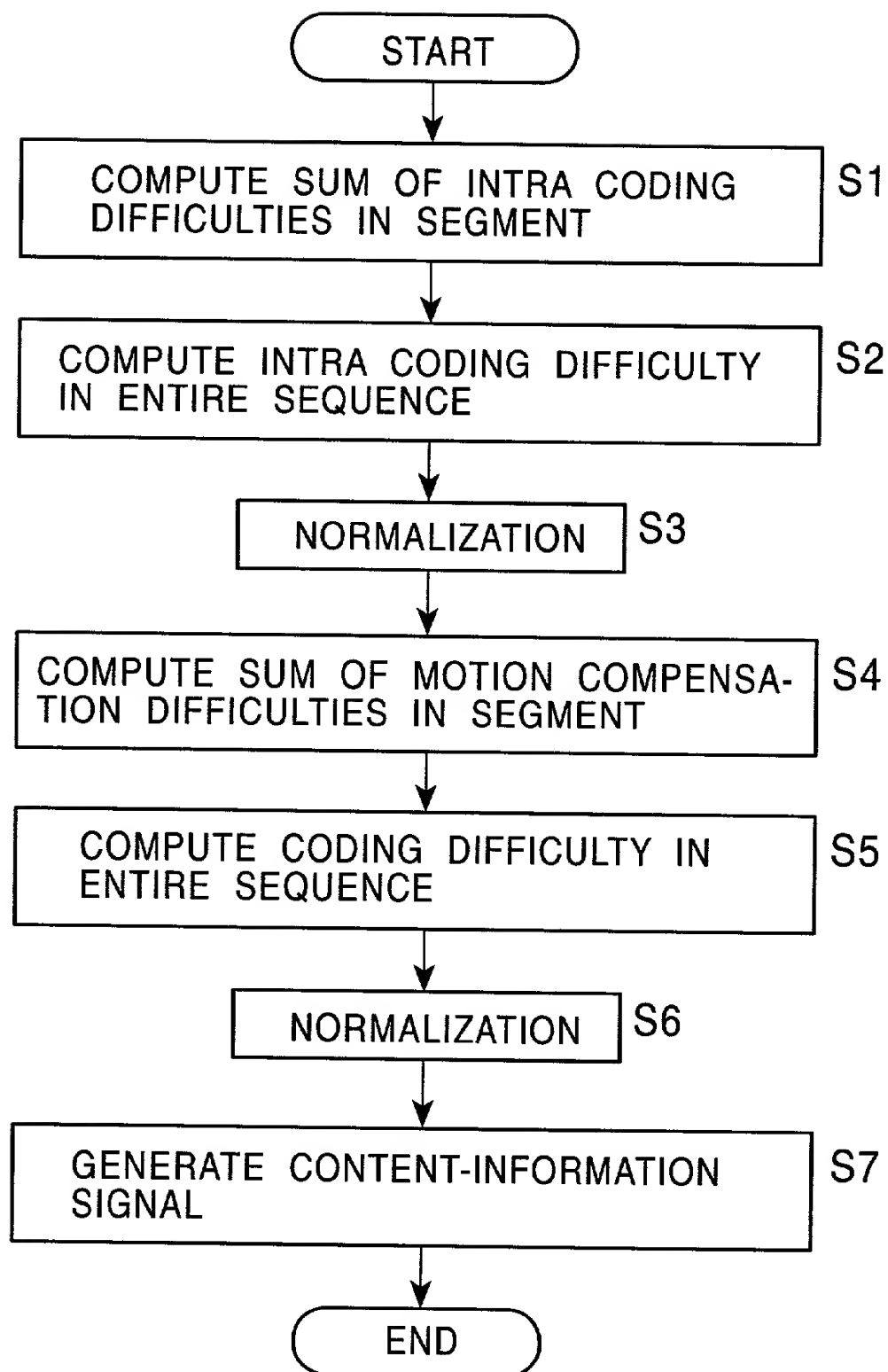


FIG. 19A

```
MediaTranscodingHint {  
    Int ID;  
    UtilityScaling( );  
    MotionHint( );  
    TextureHint( );  
}
```

FIG. 19B

```
MotionHint {  
    int ID;  
    int Motion_uncompensability;  
    int Motion_range_x_left;  
    int Motion_range_x_right;  
    int Motion_range_y_left;  
    int Motion_range_y_right;  
}
```

FIG. 19C

```
TextureHint {  
    int ID;  
    int Difficulty;  
    char DifficultyType;  
}
```



FIG. 20

VALUE	MEANING
0	Encoding Difficulty
THE OTHERS	Reserved

FIG. 21

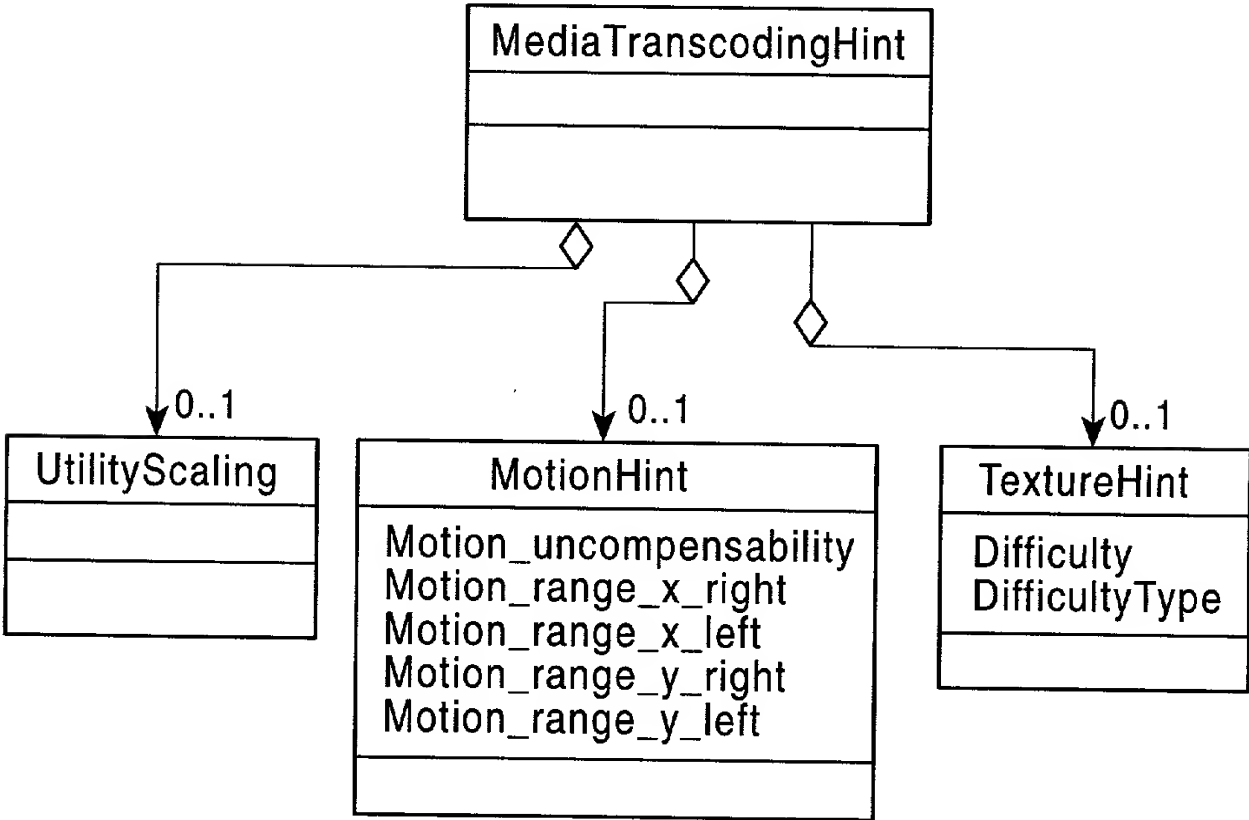


FIG. 22

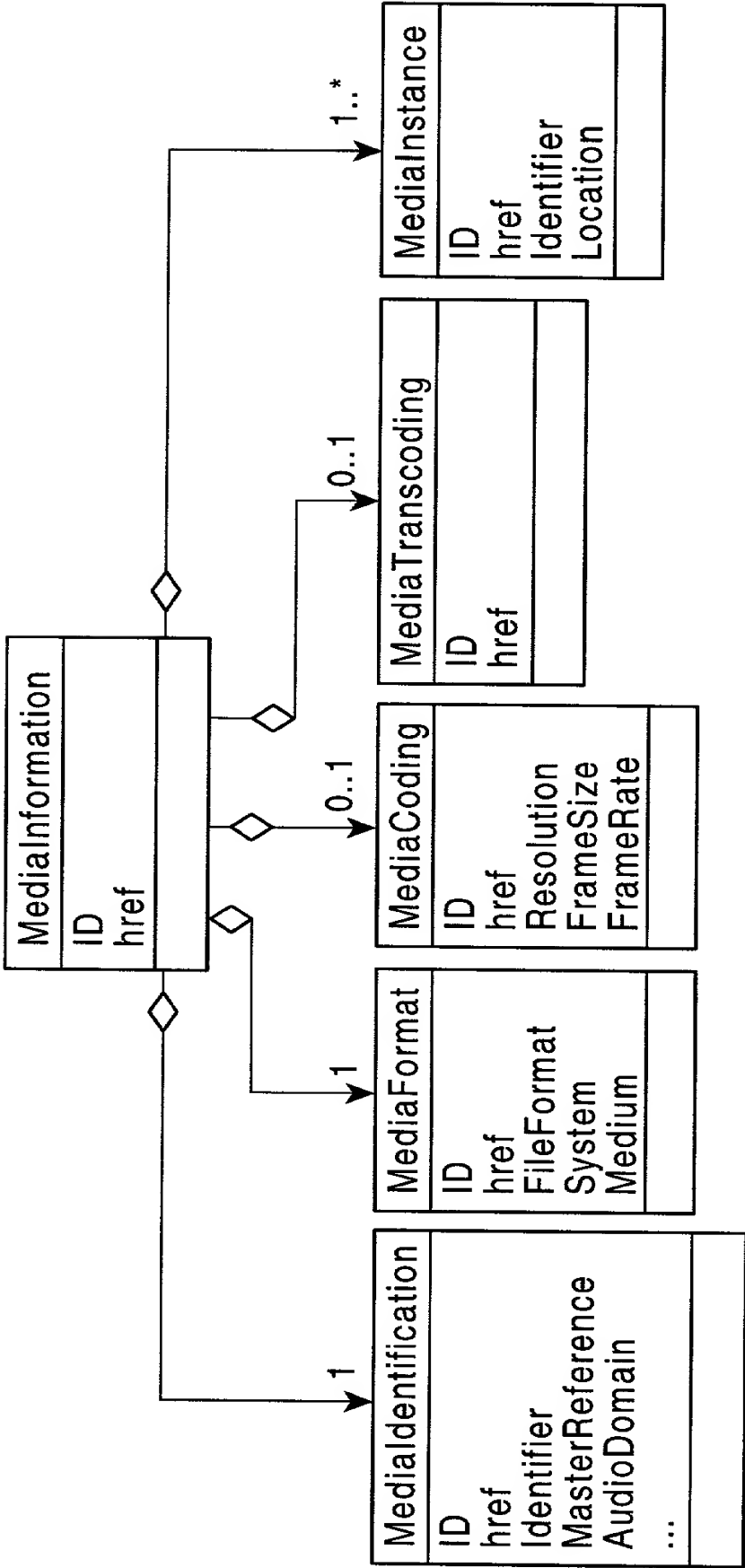


FIG. 23

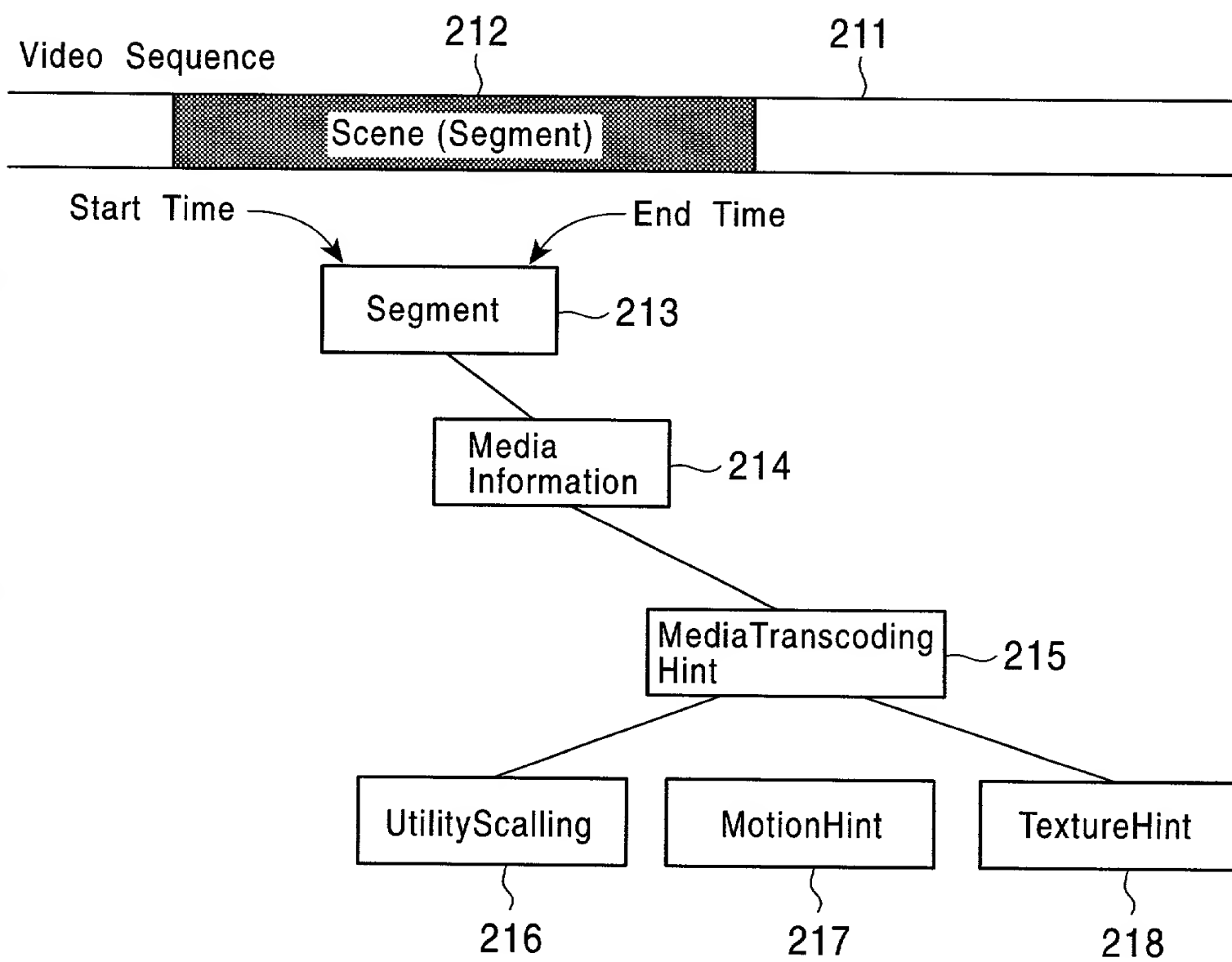


FIG. 24

